



(19) **United States**

(12) **Patent Application Publication**

Rasmussen et al.

(10) **Pub. No.: US 2008/0132313 A1**

(43) **Pub. Date:** **Jun. 5, 2008**

(54) **GAMING MACHINE HAVING DISPLAY WITH SENSORY FEEDBACK**

(60) Provisional application No. 60/715,237, filed on Sep. 8, 2005.

(76) Inventors: **James M. Rasmussen**, Chicago, IL (US); **Alfred Thomas**, Las Vegas, NV (US); **Gene Rigsby**, Chicago, IL (US); **Gilbert J.Q. Burak**, Chicago, IL (US)

Publication Classification

(51) **Int. Cl.**
A63F 9/24 (2006.01)
G09G 5/00 (2006.01)

(52) **U.S. Cl.** **463/16; 463/20; 463/26; 345/156**

(57) **ABSTRACT**

A method of conducting a wagering game on a gaming machine includes the steps of displaying a selectable game element on a display and associating each potential outcome associated with the selectable game element with a predetermined haptic output selected from a plurality of predetermined haptic device outputs. The method also includes the steps of selecting the selectable game element to reveal an outcome associated therewith and causing a haptic device to output the predetermined haptic output corresponding to the outcome of the selectable game element.

Correspondence Address:
NIXON PEABODY LLP
161 N CLARK ST., 48TH FLOOR
CHICAGO, IL 60601-3213

(21) Appl. No.: 11/983,148

(22) Filed: **Nov. 7, 2007**

Related U.S. Application Data

(63) Continuation-in-part of application No. PCT/US06/34830, filed on Sep. 7, 2006.

